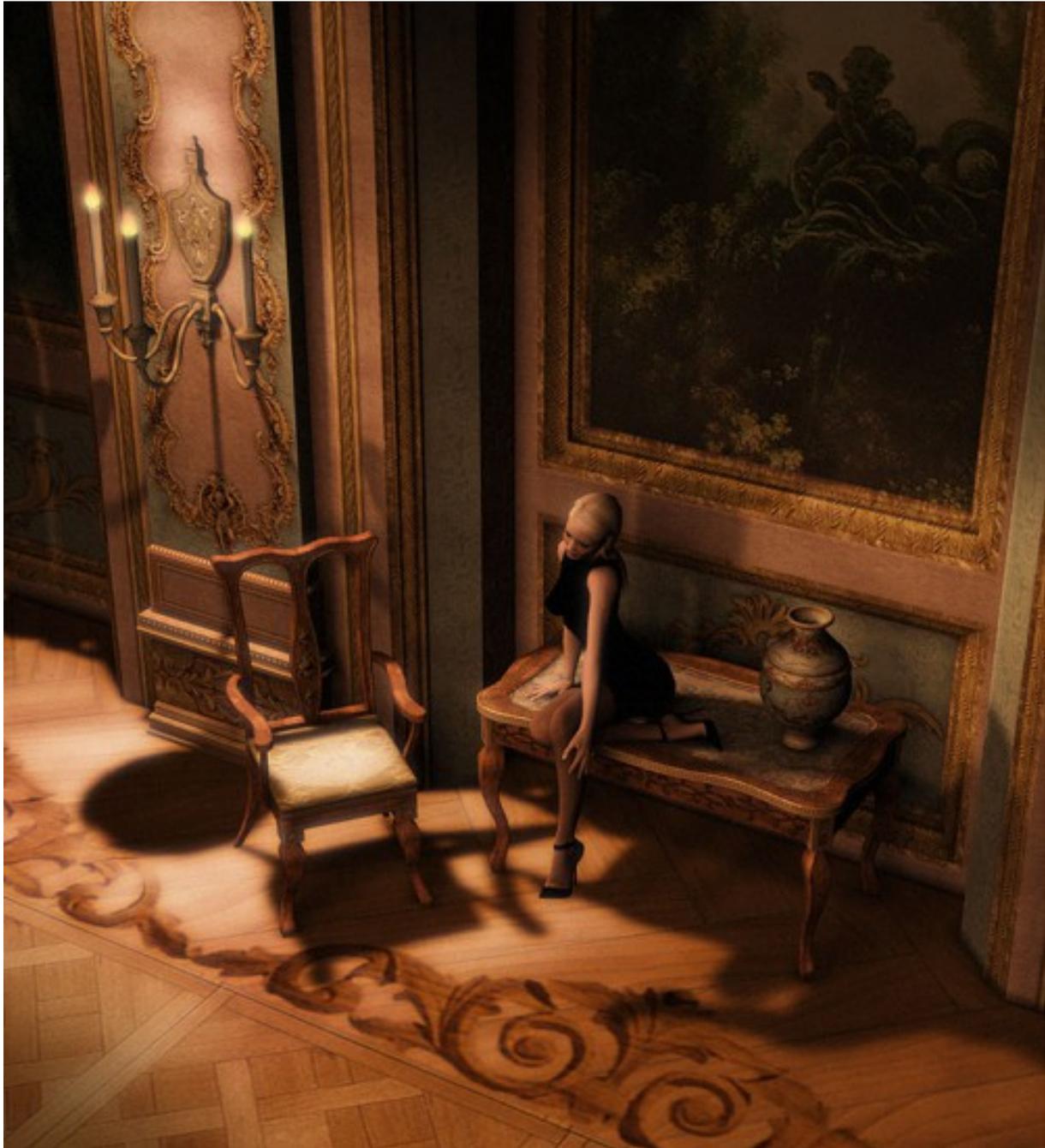


Studio Light PRO 4.6

Professional Character / Studio / Prop Light for Daz|Studio 4.6 **USER MANUAL**

Updated March 23 2014



Scene lit with a single Low Rez SLP Magic Sphere and a single Low Rez SLP Angled Area Light. Photoshop Enhanced.

Foreword

Thank you for purchasing the Studio Light PRO 4.6!

Please read the following information closely, in order to make the most use of this Light Set!

Warning: Not understanding all the features and moving/adjusting the parts of this package, may give unwanted results / produce faulty lighting.

All the package has been updated to **DSON format** and is using now Raytraced Shadows instead of Deep Shadows Map.

Studio Light PRO 4.6 is also using Aera Lights and linear point lights. Please read carefully the manual to get the most of this package.

You can print this manual for easy access.

To skip all the info, and start right away - read the Fast Start section below!

Fast Start

The lights or pre-sets of the SLP can be added both before or after adding your objects / props.

In this Fast Start it's assumed that you already have a Genesis (or similar) character at X,Y,Z = 0,0,0 in your scene and some kind of floor / ground that your character stands on. (A floor is not necessary, but you won't get any shadows on the floor unless you have a floor object)

Make sure you have the 3Delight render engine selected. (Render Options).

NOTE: It's very important to understand, that some of the lights / pre-sets in SLP, are rigged around a Box or a "Main Target". When loaded, this box/main target is supposed to be placed at the centre of your character and the camera is supposed to be "below" the box from a top view – facing up towards the box. Camera rotation: X,Y,Z = 0,0,0.

You can of course rotate the Box around your character, but in order to maintain the initial style / quality of the lights from that certain light / Pre-set – the camera must always be placed in a way – so that it targets / aims at the Box from "below" – viewing from a top view.

You can read more about this in the Overview section but for now, lets get started using Studio Light PRO.

To add a Soft Box to your character:

1. Find the Studio Light PRO folder in the Content List and expand/open it
2. Open the following folders: "1 - Lights", then "2- Soft Box", followed by "2 - Medium" and finally "Light Orange".
3. Select "Key L" by double clicking on it. Key L means that your character will be lit from the front, but slightly from the left.
4. Now, as soon as you add the Soft Box, it will be placed at X,Y,Z = 0,0,0. Assuming your character already is placed at the same coordinates, you don't need to move the Soft Box or adjust it in any other way. Your scene might look dark, but this is perfectly normal. Click on render.

To rotate the Soft Box around your character (orbit):

1. In the scenes tab: Select the "Key L Soft Box Med (Light Orange)" object.
2. In parameters tab: Adjust the Y ROTATION. (If you have the preview light on – it will preview the direction of the light as you rotate the Soft Box)

To position the Soft Box at your character if it's not in the centre of your scene:

1. In scenes tab: Select the "Key L Soft Box Med (Light Orange)" object.
2. Switch to top view.
3. Move the "Key L Soft Box Med (Light Orange)" object so it rests at the centre of your character.
4. Switch to Side View – and ensure that the same object is at the floor level or at the level of your characters feet.

To add a Pre-set to your character:

Again, assuming your character is placed at X,Y,Z = 0,0,0 and that it's standing on some kind of floor.

1. Find the Studio Light PRO folder in the Content List. Open it.
2. Open the following folders: "2 – pre-sets", followed by "1 - Portrait".
3. Select "1 – Low". The Pre-set will be added.
4. Click on render

If a plane is hiding your camera:

1. In the scenes tab: Expand the "Portrait Low" object/folder. Click on the "eye" to hide the corresponding plane and set your camera.
2. Don't forget to unhide it BEFORE you render!

To rotate the Pre-set around your character (orbit):

1. In the scenes tab: Select the "Portrait Low" object.
2. In parameters tab: Adjust the Y ROTATION.

To position the Pre-set at your character if it's not in the centre of your scene:

1. In scenes tab: Select the "Portrait Low" object.

2. Switch to top view.
3. Move the "Portrait Low" Cross so it rests at the centre of your character.
4. Switch to Side View – and ensure that the same object is at the floor level or at the level of your characters feet.

System Requirements

Due to DSON format, the "Studio Light Pro 4.6" needs Daz|Studio version 4.6 to run properly.

The SLP uses a certain amount of lights – of which most render with shadows.

Most of these lights use shader's effects and needs a lot of calculation, depending of the kind of settings you will use.

We took care to include several settings to allow test render.

Due to those facts, the faster machine you have – the faster rendering you will get.

Use preferably a dual core machine. More RAM memory will also give faster rendering times. It's not recommended to use less than 1024 Mb of RAM when creating 3D graphics.

Overview

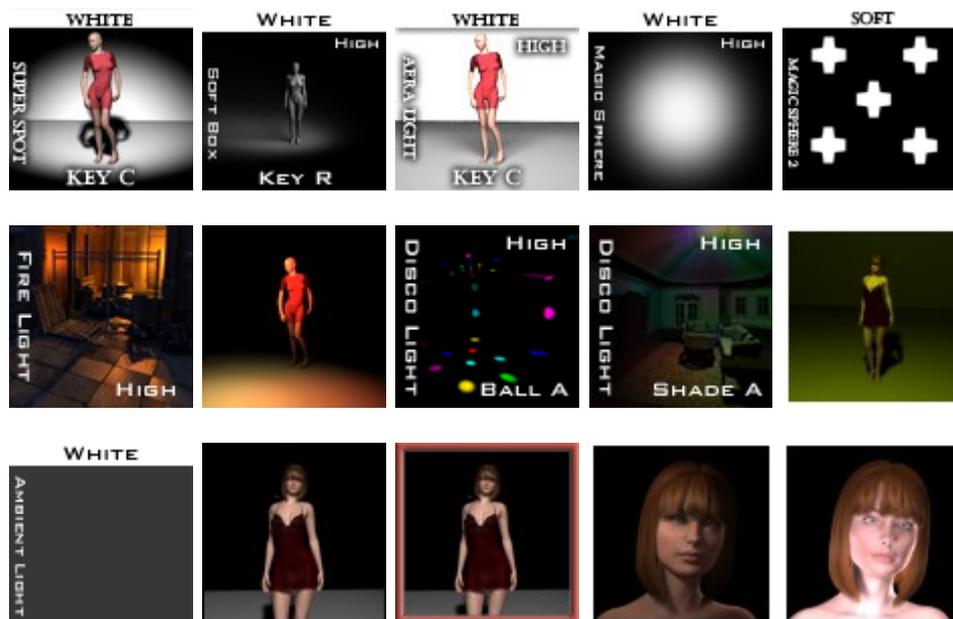
Studio Light PRO 4.6 (SLP) was created to give you outstanding light for your characters and props. Daz/Studio features some simple lights, and the SLP gives them that extra boost you need to create professional results.

The SLP can be used both indoors & outdoors and can even be mixed with the Light Dome PRO - R for extraordinary effects and realism.

While not being a software or plug in – the SLP uses the standard lights provided with Daz/Studio – in different “rigs”, in order to create remarkable effects.

The SLP is composed of two main parts:

1. Lights



Part 1 consists of “single” lights or light balls of different types – in all kinds of default positions and colours:

1. Super Spot Light – 1 resolutions – 9 positions - 5 colours – a total of 45 combinations
2. Soft Box – 5 resolutions – 16 positions (Basic/Draft/Low Rez) / 10 positions (Medium/High Rez) - 5 colours – a total of 340 combinations
3. Area Light – 4 resolutions – 15 positions – 3 colours – a total of 180 basic combinations + Setting folder (1800 combinations)
4. Magic Sphere – 3 resolutions – 37 colours – a total of 111 combinations
5. Magic Sphere 2 - 8 effects - 3 resolutions
6. Light Fire – 3 resolutions
7. Light Fire 2 – 1 resolution, infinity of effects by changing effect prop scales
8. Disco Light – 3 resolutions, 4 versions + Disco2
9. Ambient Light – 3 colours
10. Bounce Light - 3 single resolutions + 3 single resolutions with an added spot

11. Face Surround – 4 Five point colors + 5 High Exposition colors

Single lights can be used to light an entire scene. For instance, you can use a single Magic Sphere or Magic Sphere 2 as a ceiling light in a room. Or a single Soft Box to light a fashion scene.

Single lights can also be mixed with each other – to produce outstanding results with your imagination as the only limit.

2. Pre-Sets



Part 2 consists of ready to use mixtures of Part 1 will special adjustments to produce certain type of moods:

1. Portrait – 3 resolutions
2. Fashion – 3 resolutions – 2 types
3. Pin Up – 3 resolutions – 3 types
4. Horror – 3 resolutions – 2 types
5. Alien – 1 resolution – 2 types

You can mix both parts as you like. You can load a Pre-set and add “single lights” to it. You can add several “single lights” and build your own “set” for your particular scene. You can even load multiple pre-sets.

More importantly – you can add a Pre-set to a specific character or prop. Thus adding a unique Pre-set to each character in your scene. This is the “Multiple Character” feature of the SLP.

Once added, you have total control of that light / pre-set – with rotation in any direction around you character – not affecting the other lights in your scene.

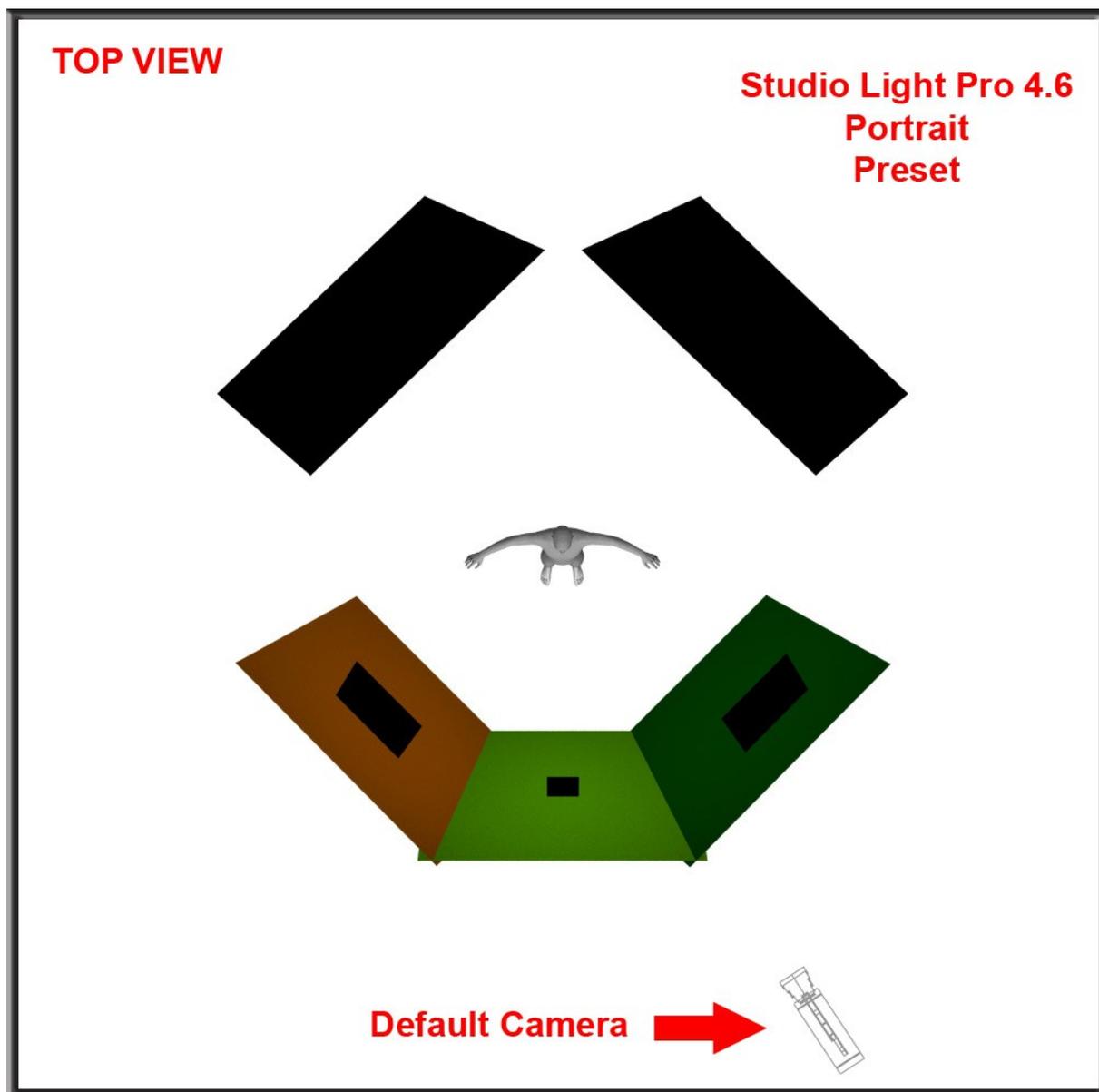
NOTE: It's very important to understand, that some of the lights / pre-sets in SLP, are rigged around a Box or a “Main Target”. When loaded, this box or this “Main Target” is supposed to be placed at the centre of your character and the camera is supposed to be “below” the box from a top view – facing up towards the box. Camera rotation: X,Y,Z = 0,0,0.

You can of course rotate the Box or the "Main Target" around your character, but in order to maintain the initial style / quality of the lights from that certain light / Pre-set – the camera must always be placed in a way – so that it targets / aims at the Box from "below" – viewing from a top view.

This only applies to Pre-sets or Single Lights rigged around a box. Explained in an easier way, this means that when you load a Side Light – and then rotate the rig or your camera – you may end up with Key Light – or Back Light – depending on where you place the camera or how much you rotate the rig.

It is the same for Pre-sets. In order to get a similar result as shown on each icon – you must have the camera below the box. Some of the Pre-sets have higher resolution on the lights coming from the front. Have this in mind, when deviating too much from the original intended default position.

Ideal Box/Rig and Camera Relationship



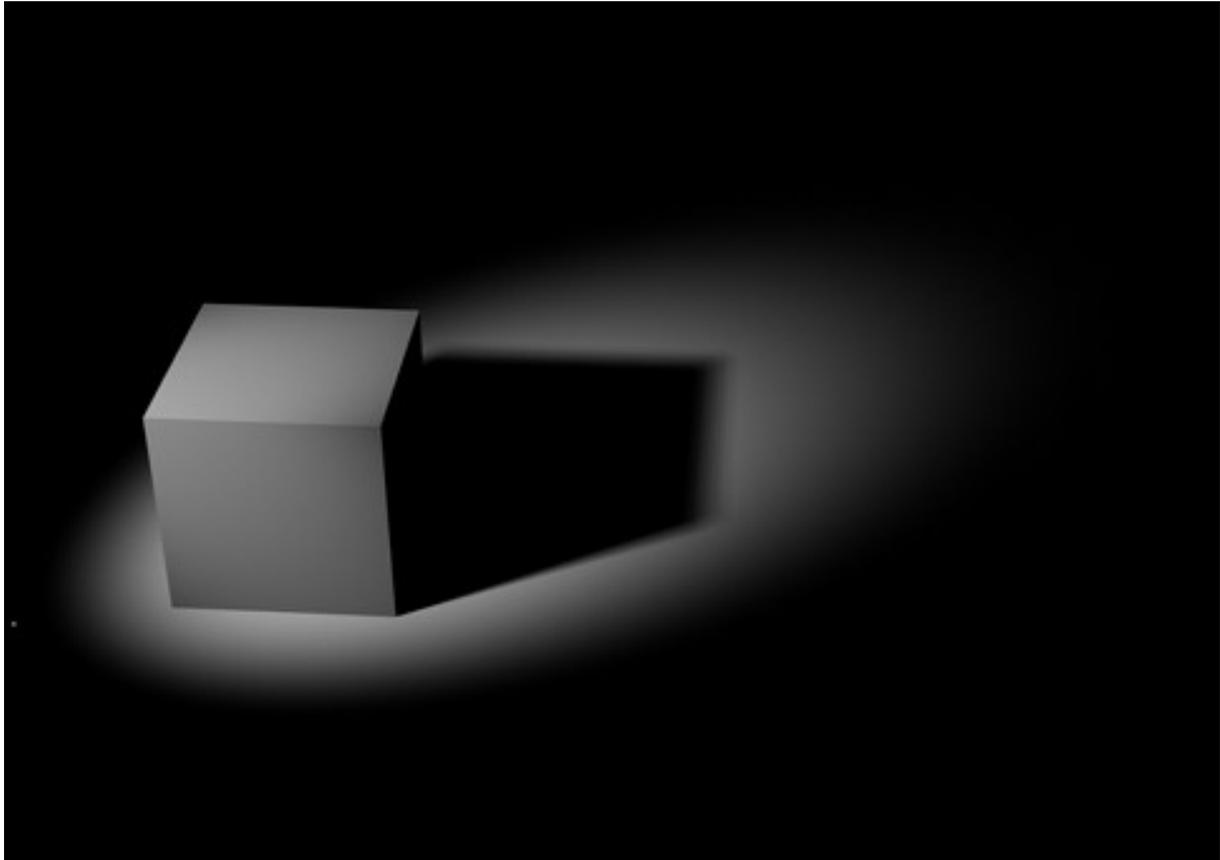
**Lights / pre-sets that are rigged around a Box:
All pre-sets, Super Spot & Soft Box.**

**Lights that are rigged around a small centre point and that don't apply to the above "rules":
Magic Sphere, Magic Sphere 2, Fire Light & Disco Light, Fire Light 2 & Disco Light 2.**

Lights that are rigged on a Plane and that don't apply to the above "rules": Area Light.

Lights that are not rigged at all, and that don't apply to the above "rules": Ambient Light.

Super Spot Light



The Super Spot Light is based on the standard Spot Light as found in Daz/Studio. The difference is that the Super Spot is set to give more realistic shadows. The shadows closer to an object will be sharp – while getting more and more blurred at a distance.

The Super Spot will not give much different result on the character itself – than if you used a standard Daz/Studio Spot Light. The big difference is in the shadows – and particularly at a distance from the objects that casts them.



SLP Low Rez Super Spot Light



Daz|Studio Normal Spot Light

The Super Spot is composed of one lights arranged in a "rig". The rig can be rotated around your character Left/Right (Orbit) or Up/Down. It can be rescaled and moved to match different props / characters.

Just as the original Daz|Studio spot light – the Super Spot light is pretty concentrated – meaning it will lit a specific area. The default spread angle of the Super Spot is 60.5 degrees, and can be adjusted if needed.

The Super Spot comes with a single resolution.

The Super Spot has 5 default colours. White, Light Orange, Light Blue, Deep Orange and Deep Blue. You can of course alter the colour and intensity.

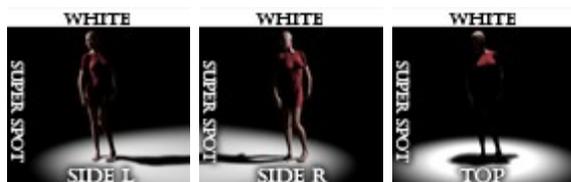
Each resolution and colour has 9 different default positions around your character / prop.



Key C / L / R are lights coming from the front. L meaning Left, R Right and C for centre.



Back C / L / R are lights coming from the back.



Side L / R are side lights. Top is simply light coming from above your character.

The default positions are just as the names imply. You can load a Key centre and rotate it to act as a side light. This would be the same as loading a Side Light to start with.

The defaults are simply to make it easier for you to quickly add a light at a position that suits your scene / character. The icons show how the light will affect your character when loaded.

The Super Spot targets a point, "target" – which can be moved up/down along your character to pinpoint the centre. The "target" is resting in at mid M4/V4/Genesis position by default (Y=100).

In case your character is sitting, or laying down, you might need to move the target down a bit – to stay at the centre of your character.

If you are casting some light on a smaller prop – like a crate or box – you may need to adjust the target so that it rests in the middle of your prop.

To add a Super Spot to your scene:

1. Find the Studio Light PRO folder in the Content List and expand/open it
2. Open the following folders: "1 - Lights", then "1 - Super Spot", "1 - Standard", followed by "2 - Medium" and finally "Light Orange".
3. Select "Key R" by double clicking on it.

Adjusting the Super Spot:

The following is a list of all the possible adjustments and how to make them:

To rotate the Super Spot around your character Left/Right (orbit):

1. In the scenes tab: Select the "Position Super Spot Rez (colour)" object.
2. In parameters tab: Adjust the Y ROTATION. (If you have the preview light on – it will preview the direction of the light as you rotate the Super Spot)

To position the Super Spot Box at your character if it's not in the centre of your scene:

1. In scenes tab, select the "Position Super Spot Rez (colour)" object.
2. Switch to top view or switch to wireframe preview.
3. Move the "Position Super Spot Rez (colour)" object so it rests at the centre of your character.
4. Switch to Side View – and ensure that the same object is at the floor level or at the level of your characters feet. Do not put it in the centre of your character.

To rotate the Super Spot around your character (Up/Down):

1. In the scenes tab: Select the "Position Super Spot Rez (colour)" object and open it.
2. Select the "Handle" object
3. In parameters tab, adjust X ROTATION. It will preview the direction of the light as you rotate the Super Spot.

To change the colour of the Super Spot:

1. In the scenes tab: Select the "Position Super Spot Rez (colour)" object and open it.
2. Right Click and select "expand from selection".
3. Select the "SpotLight".
4. In parameters tab, adjust the RGB value to desired colour.

To change the intensity of the Super Spot:

1. In the scenes tab: Select the "Position Super Spot Rez (colour)" Object and open it.
2. Right Click and select "expand from selection".
3. Select the "SpotLight".
4. In parameters tab, adjust the Intensity to a desired value.

To resize the entire Super Spot rig to fit inside narrow spaces indoors:

1. In the scenes tab, select the "Position Super Spot Rez (colour)" object.
2. In parameters tab, adjust SCALE to desired value.

To move the lights without moving the base of the rig (Useful for adjusting the position of the Super Spot in narrow places, but still keeping the base of the rig centred at your character):

1. In the scenes tab, select the "Position Super Spot Rez (colour)" object and open it.
2. Open the "Handle" folder.
3. Select the SpotLight object.
4. In parameters tab – adjust the X, Y or Z to desired value. The rig will auto target the target so you don't need to worry about rotating it.

Note: Moving the rig too much from its default position may produce unwanted results.

To move the target along your figure (up/down):

1. In the scenes tab, select the "Position Super Spot Rez (colour)" object and expand it.
2. Select the target object.
3. In parameters tab, adjust the Y-Translate to desired value.

To see what the light sees:

1. In camera mode, select the Spotlight – this is useful when positioning the target or even when rotating the Super Spot around your character.

To adjust the fuzzy/blur effect of the Super Spot:

1. In the scenes tab, select the "Position Super Spot Rez (colour)" object and expand it.
2. Open the "Handle" folder and select the "Spotlight".
3. In parameters tab, adjust "Shadow softness" to desired value.

To adjust the spread angle of the Super Spot:

1. In the scenes tab, select the "Position Super Spot Rez (colour)" object and open it.
2. Right Click and select "expand from selection".
3. Select the "SpotLight".
4. In parameters tab, adjust the Spread Angle to desired value

To see the Super Spot rig – in order to position it inside narrow spaces:

1. In the scenes tab, select the "Position Super Spot Rez (colour)" object and open it.
2. Open the "Handle" folder and select the "Super Spot"
3. Select a Medium Green background or anything similar from the Daz| Studio drop down menu besides the view tab.
4. Switch to top or left view and you should be able to see where the rig is.

Soft Box



The Soft Box will instantly become one of your favourites. A single Soft Box can be used to put light on an entire scene. It will give amazing soft shadows spread over a large area.

The Soft Box will not only give nice shadows – it will cast beautiful and smooth light at your character.

A good idea is to put a soft box at an angle towards your character or prop. Professional photographers can use a single Soft Box and create magic. And so can you!



SLP Soft Box



Standard Daz|Studio softened Spot Light at 100% blur

Just as the Super Spot – the Soft Box comes in 5 resolutions: Basic, Draft, Low, Medium & High.

Basic is a standard Daz|Studio spot light with its Raytraced shadow blur set to 100%.

Draft, Low, Medium & High are rigged with several lights to produce different qualities of the shadows. The higher the quality – the smoother the shadows – and the longer the rendering time.

The Soft Box comes in five colours: White, Light Orange, Light Blue, Deep Orange and Deep Blue.

The Basic, Draft and Low resolutions offer 16 different default positions around your character:



Key L / R / C is the main light coming from the front.



Back L / R / C are variants coming from behind.



Fill L / R / C are 25% of the Key Lights intensity and supposed to act like “fillers” or that extra touch up to avoid total darkness from certain angles. Note that due to the lower intensity, Fill L/R/C are not needed in Medium / High resolutions.



Bounce L / R / C are 15% of the Key Lights intensity and will mimic the bouncing light that occurs in a room where light would hit the floor / walls and bounce back at your character / prop.

Note that due to the lower intensity, Bounce L/R/C are not needed in Medium / High resolutions.



Side L / R is light coming from the side. Top acts as light coming from above and Floor is light coming from below.

As with the Super Spot – the Soft Box targets a point, “target” – that can be moved up/down to pinpoint the centre of aim. As default it's set to the mid-level of an Genesis (or other) character.

Note: Due to the big size of the Soft Box – it may “bump” into your props / walls when used inside. It may require you to reposition some of your props to fit – or even remove the ceiling.

The Soft Box can also be rescaled to fit in a narrow space. And of course you can get away with a single or a couple of lights stuck behind a wall.

To add a Soft Box to your scene:

1. Find the Studio Light PRO folder in the Content List and expand/open it
2. Open the following folders: "1 - Lights", then "2 - Soft Box", followed by "2 - Medium" and finally "Light Orange".
3. Select "Key R" by double clicking on it. The scene might turn black – this is normal.

Adjusting the Soft Box:

The following is a list of all the possible adjustments and how to make them:

To rotate the Soft Box around your character Left/Right (orbit):

1. In the scenes tab: Select the "Position Soft Box Rez (colour)" object.
2. In parameters tab: Adjust the Y ROTATION. (If you have the preview light on – it will preview the direction of the light as you rotate the Soft Box)

To position the Soft Box at your character if it's not in the centre of your scene:

1. In scenes tab, select the "Position Soft Box Rez (colour)" object.
2. Switch to top view.
3. Move the "Position Soft Box Rez (colour)" object so it rests at the centre of your character.
4. Switch to Side View – and ensure that the same object is at the floor level or at the level of your characters feet. Do not put it in the centre of your character.

To rotate the Soft Box around your character (Up/Down):

1. In the scenes tab: Select the "Position Soft Box Rez (colour)" object and open it.
2. Select the "Handle" object
3. In parameters tab, adjust X ROTATION. If you have the preview light on – it will preview the direction of the light as you rotate the Soft Box.

To change the colour of the Soft Box:

1. In the scenes tab: Select the "Position Soft Box Rez (colour)" object and open it.
2. Expand the following folders: "Handle", "Soft Box" and "Lights".
3. Select all the lights INCLUDING the Light Reference.
4. In parameters tab, adjust the RGB value to desired colour.

To change the intensity of the Soft Box:

1. In the scenes tab: Select the "Position Soft Box Rez (colour)" Object and open it.
2. Expand the following folders: "Handle", "Soft Box" and "Lights".
3. Select all the lights.

4. In parameters tab, adjust the Intensity to desired value.

To resize the entire Soft Box rig to fit inside narrow spaces indoors:

1. In the scenes tab, select the "Position Soft Box Rez (colour)" object.
2. In parameters tab, adjust SCALE to desired value. Note that rescaling the rig too much will affect the softness of the lights and shadows.

To move the lights without moving the base of the rig (Useful for adjusting the position of the Soft Box in narrow places, but still keeping the base of the rig centred at your character):

1. In the scenes tab, select the "Position Soft Box Rez (colour)" object and open it.
2. Open the "Handle" folder.
3. Select the Soft Box object.
4. In parameters tab – adjust the X, Y or Z TRANSLATE to desired value. The rig will auto target the target so you don't need to worry about rotating it.

Note: Moving the rig too much from its default position may produce unwanted results.

To move the target along your figure (up/down):

1. In the scenes tab, select the "Position Soft Box Rez (colour)" object and open it.
2. Select the target object.
3. In parameters tab, adjust the Y-Translate to desired value.

To see what the light sees:

1. In the view tab, select Light Reference – this is useful when positioning the target or even when rotating the Soft Box around your character.

To adjust the fuzzy/blur effect of the Soft Box:

1. In the scenes tab, select the "Position Soft Box Rez (colour)" object and open it.
2. Open the "Handle" folder and select desired light.
3. In Light tab, adjust Shadow softness to desired value.

To adjust the spread angle of the Soft Box:

1. In the scenes tab, select the "Position Soft Box Rez (colour)" object and open it.
2. Open the following folders: "Handle", "Soft Box" and "Lights"
3. Select ALL the lights.
4. In Light tab, adjust the Spread Angle to desired value

To see the Soft Box rig – in order to position it inside narrow spaces:

1. In the scenes tab, select the "Position Soft Box Rez (colour)" object and

- open it.
2. Open the "Handle" folder and select the "Soft Box"
 3. Select a Medium Green background or anything similar from the Daz/Studio drop down menu besides the view tab.
 4. If needed, make certain parts of your set / props invisible – in order to see the rig.
 5. Switch to top or left view and you should be able to see where the rig is.

Area Light



Lit by a single High Rez SLP Area Light placed outside the windows. Rescaled to fit the windows and intensity increased by 3 times the original value for this particular image.

Area light is like a huge rectangular plane – that will cast light in one direction. It can be used to mimic Radiosity / Bouncing Light – that would occur if for instance light from the ceiling hits the floor – then hits the ceiling and bounces back at the floor.

It can be used to simulate light from huge rectangular "light sources" – like big screens (TV) or neon signs. Sci-Fi lovers will adore the Area Light – as it can be used to cast light from walls or ceilings to produce stunning effects.

Area light is a bit more difficult to use – as it must always be rescaled to fit your scene / prop and in most cases even rotated.



Area Light comes in 15 default positions, 4 resolutions and 3 colours.

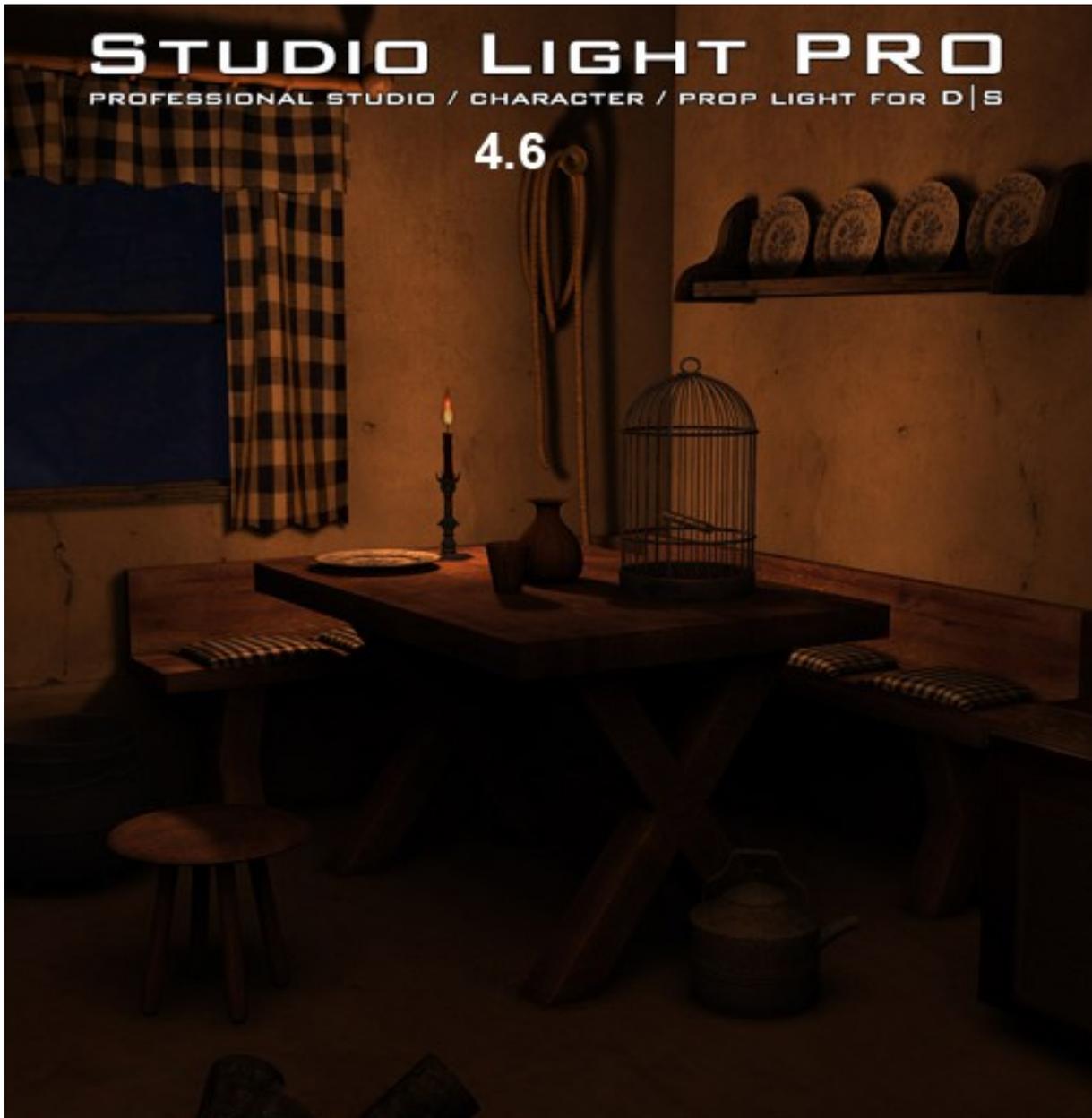
Area Light comes also with a Setting Folder to help you achieve stunning effects

Before you add an Area Light to your scene, make sure that you know where the light is supposed to come from.

If you have a huge light source in the ceiling – like a flat lamp or similar – you can use the Ceiling Area Light. Also, when mimicking Radiosity / Bouncing light – Ceiling light is the choice.

Floor Area Light can be used to simulate light sources at ground level. A pool or similar. Or light that bounces off the ground from a light source higher up.

Angled Area Light is mostly used to add a fill light to your scene. Consider the image below:



It's rendered using a single Magic Sphere, acting as candle light. But as the Magic Sphere is placed on top of the candle – it can't produce any light on the floor, under the table.

To achieve this nice effect, an Angled Area Light with low intensity is added. For this particular render, the ceiling of the room was removed – to give a place for the large Area Light. Also, the colour of the Area Light was altered to Deep Orange – to match the candle.

“Default” is simply a “standing” default rotation & position. The Default & Angled defaults are smaller in scale – than the Ceiling / Floor.

Correctly used – the Area Light can add very subtle and soft shadows – where extra light is needed. It can also be used to lit an entire scene or corridor – from the side, ceiling or floor.

Your imagination is the limit!

NB: All Aera Lights in this set use 200% of intensity as a basic setting. You can adjust it or other parameters with the presets included in "settings" folder.

To add an Area Light to your scene:

1. Find the Studio Light PRO folder in the Content List and expand/open it
2. Open the following folders: "1 - Lights", then "3 - Area Light", and "1 - White".
3. Choose the default type by selecting the icon of your choice.

Adjusting the Area Light:

The following is a list of all the possible adjustments and how to make them:

To change the colour of the Area Light:

1. In the scenes tab: Select the "Area Light Position" Object and expand it.
2. Select the Aera light at the bottom end.
3. In **Surface tab**, adjust the RGB value to desired colour in the "**color**" channel (not in the "diffuse color"!).

To change the intensity of the Area Light:

1. In the scenes tab: Select the "Area Light Position" Object and expand it.
2. Select the Aera light at the bottom end.
3. In **Surface tab**, adjust the intensity to desired value.

To change the Falloff of the Area Light:

1. In the scenes tab: Select the "Area Light Position" Object and expand it.
2. Select the Aera light at the bottom end.
3. In **Surface tab**, set Falloff Active to "on" and adjust the distance to desired value. You can also set a different "decay"

To change the sharpness of shadows of the Area Light:

1. In the scenes tab: Select the "Area Light Position" Object and expand it.
2. Select the Aera light at the bottom end.
3. In Parameter tab, adjust the **scale of the plane** to desired value (Small size will give sharp shadows, large scale will give very soft and diffuse shadows).

Moving the Area Light in your scene:

1. In the scenes tab: Select the "Area Light Position" Object
2. Switch to Top View. If needed, select wire frame viewing mode.

3. Move the Area Light so that it's centre rests in the centre of the location you want to lit.
4. Switch to Left View.
5. Move the Area Light to that it's centre rests in the centre of the location you want to light.

Rotating the Area Light:

1. In the scenes tab: Select the "Area Light Position" Object and expand it.
2. Select the "Main Target".
3. In parameters tab, rotate any of the X, Y or Z Rotation Axis.

Resizing the Area Light so it's fits the area you want to lit (TV screen for ie):

1. In the scenes tab: Select the "Area Light Position" Object
2. Select the Aera light at the bottom end.
3. In parameters tab, adjust Scale or Scale X / Z to desired value
4. In surface tab, you can uncheck "Shadows Active" if not necessary

At first, the Area Light can seem a bit tricky to fit in your scene – because it's such a big rig – but once you get the hang of it – you won't be able to live without it.

Making the Aera Light visible in Render:

1. In the scenes tab: Select the "Area Light Position" Object
2. Select the Aera light at the bottom end.
3. In Surface tab, set to "Phantom" "OFF"

NB: Aera Lights can hide your camera view or be visible in preview depending of your scene composition. Position presets will not be visible in render.

"default", "Ceiling", "Floor" and "Angled" are set to be visible in render. You can hide them by setting "Phantom" parameter to "On"

Using the Area light as a Camera Light

Ever seen ads in a fashion magazine where the light kind of comes from all over the place – but still somehow behind the camera? Well – this is it! The Area Light can be mounted on a camera – and will follow the cameras position / rotation no matter where you place it!

The Camera Light can be adjusted up/down/left/right and rotated – to light your scene slightly from an angle.

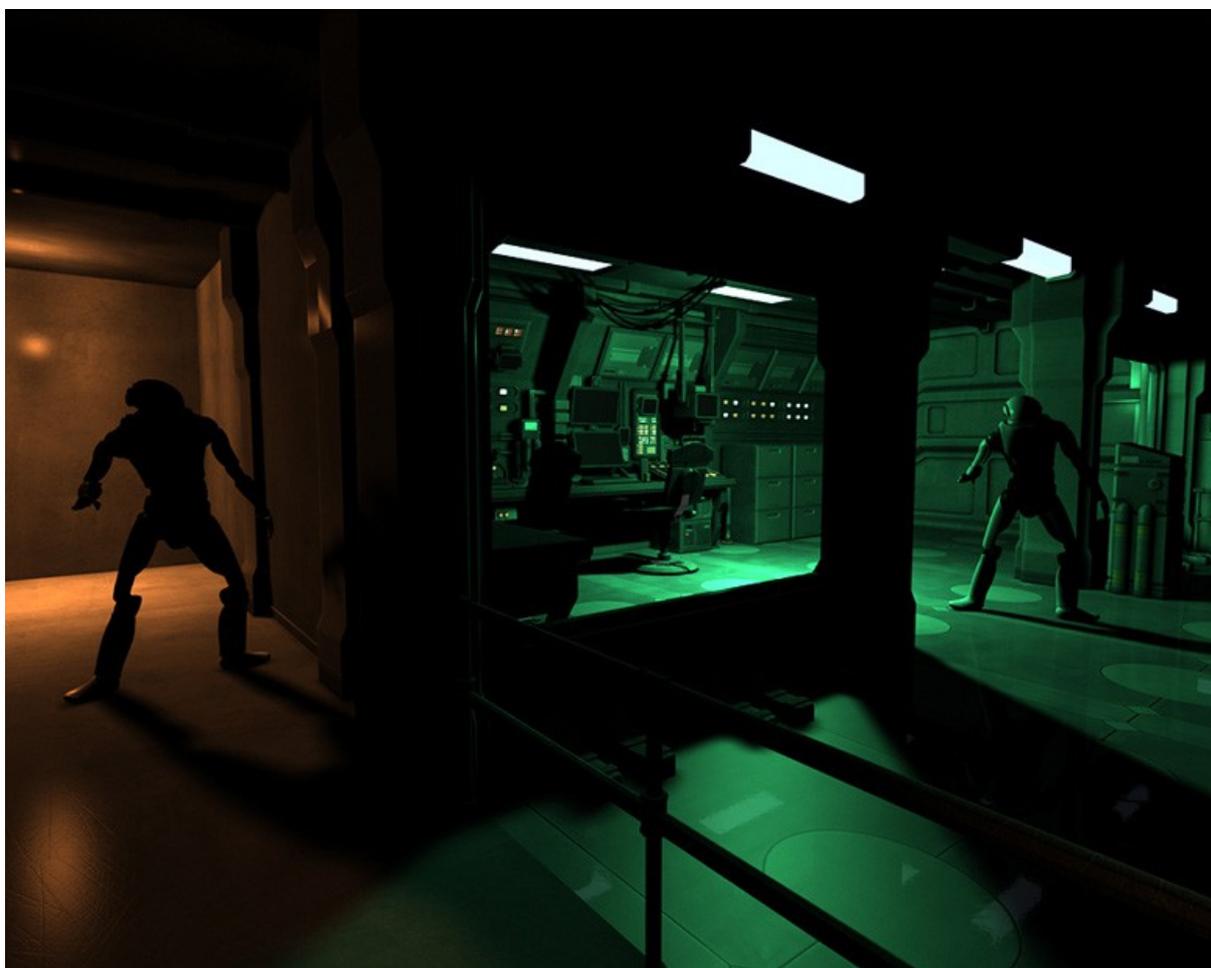
To mount an Area Light as a Camera Light, follow these steps:

1. Add a Default Area Light
2. Reset the rotation of the camera to: X,Y,Z = 0,0,0. (Select the Camera in the Scenes tab and adjust rotation in the parameters tab)

3. In the Scenes Tab, drag the Area Light object and drop it over the Camera object. It's now parented to the camera.
4. Now, switch to Left View and wire frame viewing mode. You will now see the Area Light and your camera – and the relationship between them.
5. Select the Area Light
6. In parameters tab, adjust the Y translate up a bit to a value of 50.
7. Now, while in the parameters tab, adjust the X Rotation of the Area Light to point slightly downwards to -20.

You can adjust the Area Light to any position / angle around your camera. Have fun!

Magic Sphere



Scene lit with two Low Rez SLP Magic Spheres.

Of all the lights provided in this package – this one will definitely win your heart. It's like the original Point Light from Daz/Studio – but with amazing shadows!

You may have noticed that getting shadows to work with the original Daz/Studio Point Light – or even to get it to lit larger areas is not that easy.

Well, it is now!



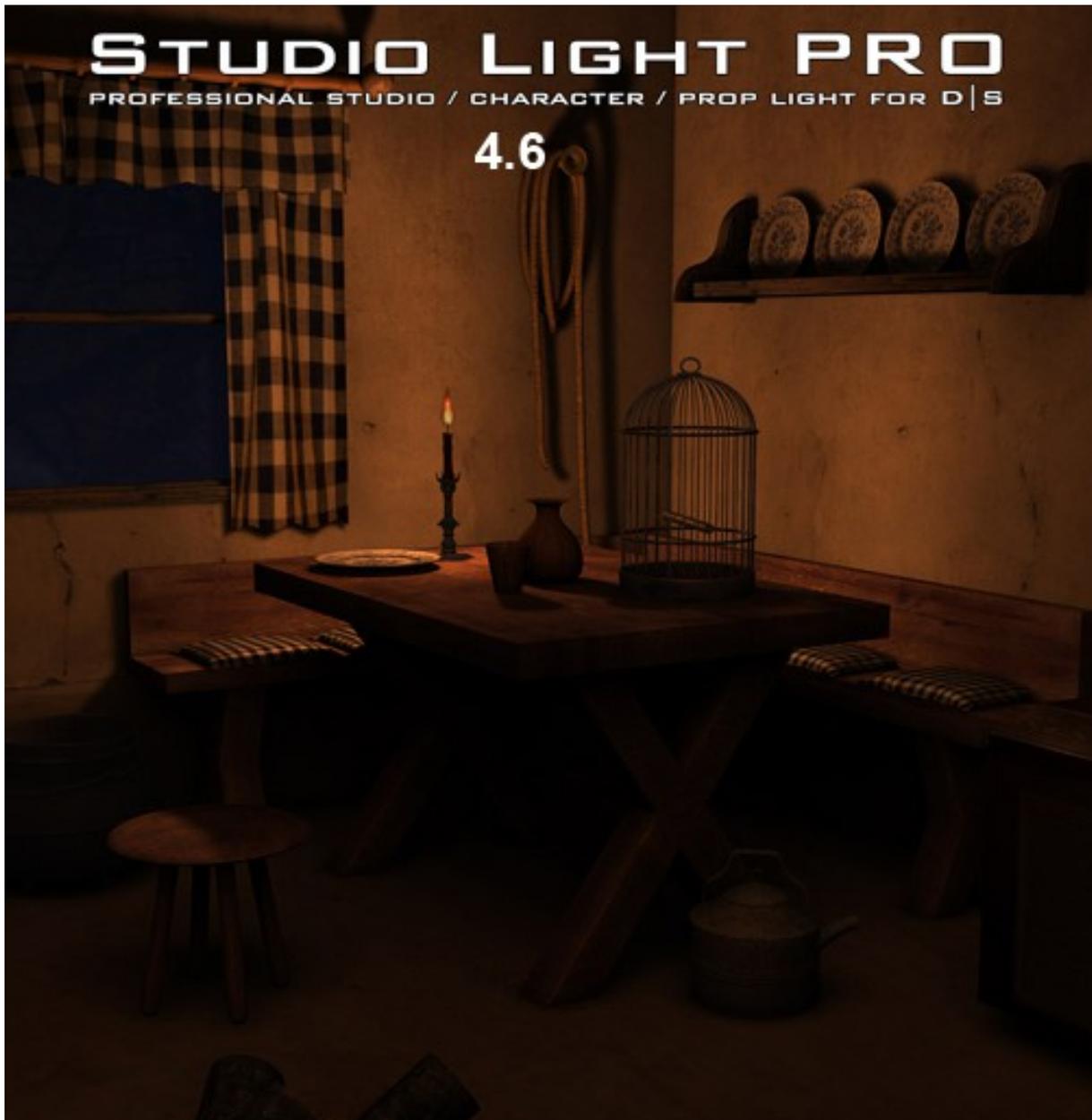
Scene lit with two SLP Magic Spheres and Ambient Light.

You can literally light an entire scene with a single Magic Sphere. You can put them inside transparent objects – like desk lamps. You can put them besides a wall – or in a corner. Or hide them behind objects, like fences and get amazing shadows!

You can simulate ceiling lamps, wall lights, candle light or even crystal balls!

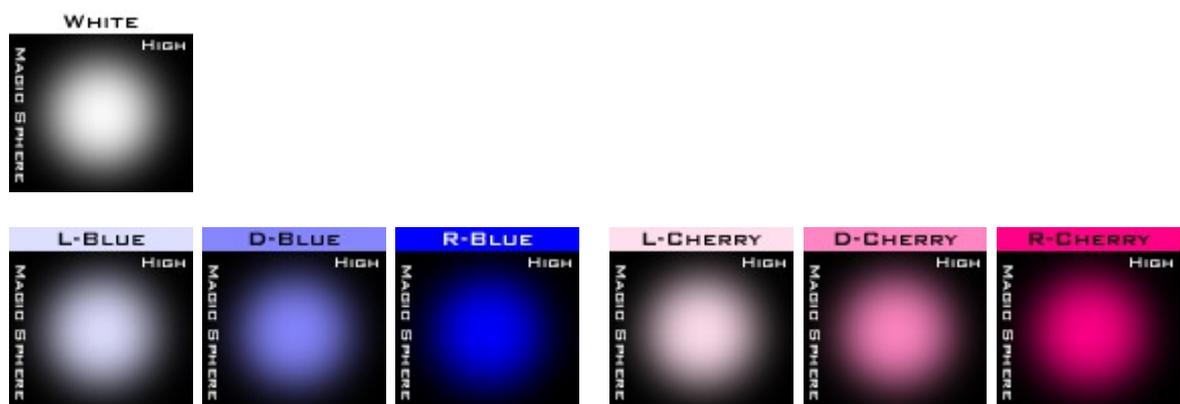


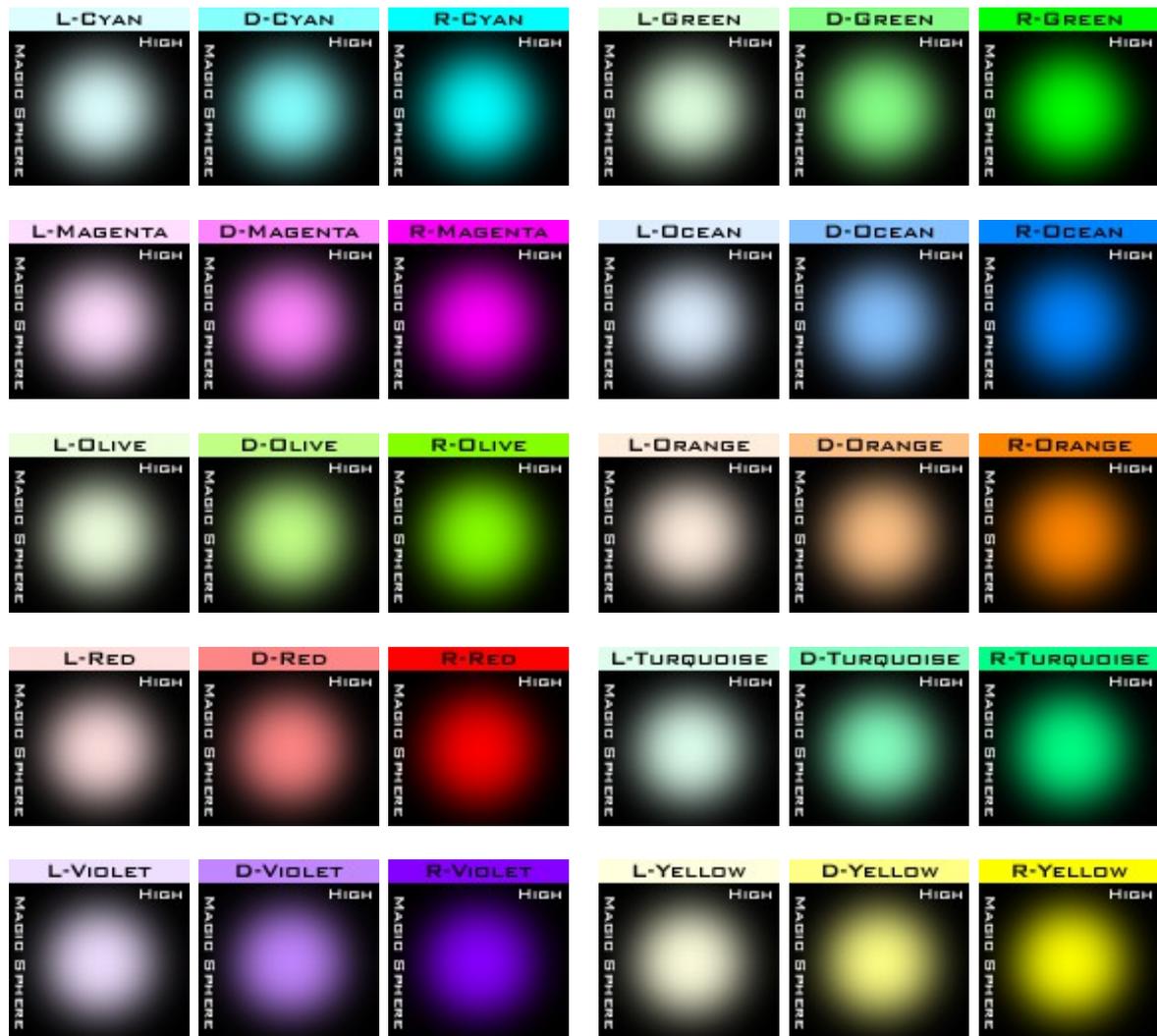
Scene lit with two Low Rez Magic Spheres.



Scene lit with a single Deep Orange Magic Sphere and a single low intensity Angled Area Light.

The possibilities are endless. On top of that – the Magic Sphere comes in an amazing 37 colours:





White

Light / Deep / RGB Yellow

Light / Deep / RGB Green

Light / Deep / RGB Red

Light / Deep / RGB Blue

Light / Deep / RGB Cyan

Light / Deep / RGB Magenta

Light / Deep / RGB Violet

Light / Deep / RGB Cherry

Light / Deep / RGB Ocean

Light / Deep / RGB Olive

Light / Deep / RGB Turquoise

Light / Deep / RGB Orange

“Light” is very close to white – just giving that small hint of colour.

“Deep” is more deeper, giving a clear colour.

“RGB” is as strong as an colour can be – for those magical effects.

Deep Orange is perfect for simulating candle light.

The Magic Sphere comes in three resolutions: Low, Medium and High.

When using the Magic Sphere, keep in mind that its default intensity is designed to work close to the camera – casting light directly on nearby objects.

If you hide the Magic Sphere, behind some objects – you may need to increase the intensity twice or even three times or more.

NOTE: The Magic Sphere will not fade over distance and will continue forever.

To add a Magic Sphere to your scene:

1. Find the Studio Light PRO folder in the Content List and expand/open it
2. Open the following folders: "1 - Lights", then "4 – Magic Sphere", followed by "1 – Low".
3. Select the L-Orange icon for "Light Orange".

You can add as many Magic Spheres to your scene as you want, providing your system can handle the amount of lights.

Adjusting the Magic Sphere:

The following is a list of all the possible adjustments and how to make them:

To position the Magic Sphere in your scene:

1. In scenes tab, select the "Magic Sphere Rez (colour)" object.
2. Switch to top view. If you don't see anything, turn on the preview light. Or switch to wireframe preview.
3. Move the "Magic Sphere Rez (colour)" object to the desired position.
4. Switch to Side View and move the object to the desired position.

NOTE: Placing the Magic Sphere is a matter of taste. However, it will work better if hidden behind objects, placed nearby walls / the ceiling or even within objects – like transparent light bulbs or lamps. Placing the Magic Sphere inside a solid object, will not light your scene.

The Magic Sphere is extremely small – and can be placed inside very small objects.

To change the colour of the Magic Sphere:

1. You can always choose between the 37 default colours. In case you want to alter the colour: Select the "Magic Sphere Rez (colour)" object and open it.
2. Expand the "Lights" folder.
3. Expand the "Reference Lights" folder.
4. Select all the lights within the "Lights folder" and all the lights from the "Reference Lights" folder at the same time.
5. In parameters tab, adjust the RGB value to desired colour.

To change the intensity of the Magic Sphere:

1. In the scenes tab: Select the "Magic Sphere Rez (colour)" Object and open it.
2. Expand the "Lights" folder.
3. Select all the lights.
4. In parameters tab, adjust the Intensity to desired value.

NOTE: The Magic Sphere will not fade over distance – and the light will go forever.

Magic Sphere2

Magic Sphere 2 is a derivative version of magic Sphere. You can simulate store effect or other type of effects with the provided maps.

It is based on linear points; Effects will depend of Falloff, intensity and sphere size.

Note: The projection Sphere can't be hidden and will be visible in Render. So, it is better to place it behind an object or outside the view of the camera and adjust falloff if necessary.

Adjusting the Magic Sphere 2:

The following is a list of all the possible adjustments and how to make them:

To change the scale effect of the map:

1. In the scenes tab: Select the "Magic Sphere 2 Rez " Object and open it.
2. Expand the "Lights" folder.
3. Select all the MSESphere.
4. In Surface tab, adjust the horizontal and vertical tile to desired value.

To change the colour effect of the map:

1. In the scenes tab: Select the "Magic Sphere 2 Rez " Object.
2. In Light tab, adjust the color to desired value.

To change the intensity effect of the map:

1. In the scenes tab: Select the "Magic Sphere 2 Rez " Object.
2. In Light tab, adjust the intensity to desired value.

To change the Falloff effect of the light:

1. In the scenes tab: Select the "Magic Sphere 2 Rez " Object.
2. In Light tab, adjust the Falloff distance to desired value.

Fire Light



Scene lit with a single SLP 4.6 High Rez Fire Light. Additional Blue light from Med Rez Night MS Light Dome PRO.

The Fire light is a version of the Magic Sphere, with a more “alive” orange colour that casts different nuances and intensities in different directions from the sphere. Perfect for simulating that barbecue, camp fire or war scenes!

NOTE: The Fire Light will not add fire or flames to your scene – just the light from it.

It's not advisable to simulate small candle lights with the Fire Light. The effect will simply be too much. Use Magic Sphere Deep Orange for Candle Light simulation.



Fire Light comes in three resolutions. Low, Medium and High. All resolutions will render smooth and give good results, but Medium and especially High will give more "life" to the colours of the fire.

You can add as many Fire Lights to your scene as you want.

To add a Fire Light to your scene:

1. Find the Studio Light PRO folder in the Content List and expand/open it
2. Open the following folders: "1 - Lights", then "6 - Fire Light".
3. Select the "Low" icon.

Adjusting the Fire Light:

The following is a list of all the possible adjustments and how to make them:

To position the Fire Light in your scene:

1. In scenes tab, select the "Fire Light Rez" object.
2. Switch to top view.
3. Move the "Fire Light Rez" object to desired position.
4. Switch to Side View and move the object to desired position.

NOTE: Placing the Fire Light is a matter of taste. However, it will work better if hidden behind objects, placed nearby walls or even within transparent objects. Placing the Fire Light inside a solid object, will not light your scene.

To change the colour of the Fire Light:

1. The Fire Light has different colours on each light of the rig. You can always alter those colours if you want / need. Select the "Fire Light Rez" object and open it.
2. Expand the "Lights" folder.
3. Select each individual light or group of lights and alter the RGB colour value in the Parameters tab.

To rotate the Fire Light, in order to cast different shades of orange in your environment:

1. In the scenes tab, select the "Fire Light Rez" object.
2. In Parameters Tab, rotate Y ROTATION to desired position. The results can't be previewed.

To change the intensity of the Fire Light:

1. In the scenes tab: Select the "Fire Light Rez" Object and open it.
2. Expand the "Lights" folder.
3. Select all the lights.
4. In parameters tab, adjust the intensity to desired value.

Turning off the shadows:

1. For a different kind of effect, and faster rendering, you can turn off the shadows: In the scenes tab: Select the "Fire Light Rez" Object and open it.
2. Expand the "Lights" folder.
3. Select all the lights.
4. In parameters tab, adjust the Shadow Type to "Off".

NOTE: The Fire Light will not fade over distance and will go on forever.

Fire Light2



Lit with the FireLight2. Border, smoke and glow added in Photoshop. *Render by Fly028.*

Fire Light 2 is an array of linear lights of different colours around a sphere object. All the lights are pointing to a specific target.

With this set, you can control how far the light is diffusing, control intensity, colours...and modify the whole shape.

You can achieve infinite effects!

NOTE: The Fire Light will not add fire or flames to your scene – just the light from it.

To add a Fire Light 2 to your scene:

1. Find the Studio Light PRO folder in the Content List and expand/open it
2. Open the following folders: "1 - Lights", then "7 - Fire Light2".
3. Select the "Firelight2" icon.

Adjusting the Fire Light2:

The following is a list of all the possible adjustments and how to make them:

To adjust FireLight2 position:

1. In the scenes tab: Select the "FireLight2" Object at the top of the rig.
2. In parameters tab, adjust the X,Y,Z translate settings to desired value.

To change the intensity of the Fire Light:

1. In the scenes tab: Select the "FireLight2" Object and open it.
2. Expand the "Lights" folder.
3. Select the desired lights.
4. In Light tab, adjust the intensity to desired value.

To change the colours of the Fire Light2:

1. In the scenes tab: Select the "FireLight2" Object and open it.
2. Expand the "Lights" folder.
3. Select the desired lights.
4. In Light tab, adjust the colour to desired value.

To change the Falloff of the Fire Light2:

1. In the scenes tab: Select the "FireLight2" Object and open it.
2. Expand the "Lights" folder.
3. Select the desired lights.
4. In Light tab, adjust the Falloff to desired value.

To change the Shadow setting of the Fire Light2:

1. In the scenes tab: Select the "FireLight2" Object and open it.
2. Expand the "Lights" folder.
3. Select the desired lights.
4. In Light tab, adjust the Shadow type and softness to desired value.

NB: Those are the basic adjustments to modify FireLight2's basic effect

Modifying FireLight2 effect:

All lights of the set are pointing to their own target.
All lights are parented to a sphere.

To modify the main effect shape:

1. In the scenes tab: Select the "FireLight2" Object and open it.
2. Expand the "Lights" folder.
3. Select the "Effect modifier" object.
4. In Parameter tab, adjust the main, X,Y, Z scale to desired value.

To modify light targeting effect:

1. In the scenes tab: Select the "FireLight2" Object and open it.
2. Expand the "Lights" folder.
3. Select the corresponding "Pointer light" object.
4. In Parameter tab, adjust the X,Y, Z translate to desired value to get the right effect.

Disco Light

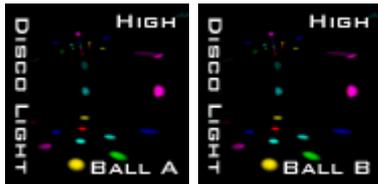


Scene rendered with High Rez Disco Ball B (shadow less) and High Rez Disco Shade A (With Shadows).

Let's party! The Disco Light is, as the name suggests – a party light! A variant of the Magic Sphere – with all kinds of colours and small “dots” – that will create the right atmosphere in every room you put the Disco Light.

NOTE: Disco Light is not a physical silver sphere or ball – it's just the light.

The Disco Light comes in three resolutions: Low, Medium and High, and in two parts, each with and without shadows:



Disco Ball A / B – “A” with and “B” without shadows. Produces those lovely dots as seen at a discotheque.



Disco Shade A / B – “A” with and “B” without shadows. Produces the bouncing / splash light that occurs when a dot hits an object.

Because Shade B renders without shadows – use it only as a very low intensity kind of coloured ambient light. A too high intensity with the Shade B will give unrealistic results.

It's very seldom you'll need the Disco Ball with shadows turned on. The spots are very small, and most of the time it's a waste of time to render those with the shadows turned on.

Preferably use shadows with the Disco Shade – as it affects larger areas of the scene.

If you mix Disco Ball B with Disco Shade A – you'll get amazing results!

You can mix all parts / resolutions as you like. Parts of the same resolution will give a better “colour match”.

Using lower resolutions of the Ball will not give less quality – but less “spots”. Same with Shade. Lower resolutions will simply produce less shades and variations on the scene.

The Disco Ball / Shade can both be rotated – to give variety to the spots and colours in your scene.

Remember to place the Ball + Shade at the same position/rotation to get synchronized effects.

You can add as many Disco Lights + Shades as you want.

NOTE: It's not recommended that you mix Disco Ball High Rez with Disco Shade High rez if both have shadows turned on. That would give very long render times. In case you need both in High Rez – try using the Disco Ball B – without shadows.

To add a Disco Light to your scene:

1. Find the Studio Light PRO folder in the Content List and expand/open it
2. Open the "1 – Lights" and then "8 – Disco Light" folders.
3. Select the icon of your choice

Adjusting the Disco Light:

The following is a list of all the possible adjustments and how to make them:

To turn on the "Preview Light":

1. In the scenes tab: Expand "Disco Light Rez" object. Expand "Reference Lights" and select all the six "Light References".
2. In parameters tab: adjust the intensity to 100%. Don't forget to turn it down to zero again BEFORE you render!

To position the Disco Light in your scene:

1. In scenes tab, select the "Disco Ball/Shade A/B Rez" object.
2. Switch to top view. If you don't see anything, turn on the preview light. Or switch to wireframe preview.
3. Move the object to desired position.
4. Switch to Side View and move the object to desired position.

NOTE: The Ball / Shade objects must be placed at the same position.

To rotate the Disco Ball/Shade, in order to vary the position of the spots/shades in your scene:

1. In the scenes tab, select the "Disco Ball/Shade A/B Rez" object.
2. In Parameters Tab, rotate X ROTATION to desired position. The results cannot be previewed.

NOTE: The rotation of the Ball / Shade must be the same for the light effects to match.

To change the intensity of the Disco Light:

1. In the scenes tab: Select the "Disco Ball/Shade A/B Rez" Object and open it.
2. Expand the "Lights" folder.
3. Select all the lights.
4. In parameters tab, adjust the intensity to desired value. You can adjust the Ball and Shade individually.

NOTE: The Disco Light does not fade over distance and will go on forever.

Disco Light 2

Disco Light2 Is a simple Point Light inside a sphere with a specific map

To add a Disco Light2 to your scene:

1. Find the Studio Light PRO folder in the Content List and expand/open it
2. Open the "1 – Lights" and then "8 – Disco Light – Disco2" folders.
3. Select the icon.

Adjusting the Disco Light2:

The following is a list of all the possible adjustments and how to make them:

To position the Disco Light2 in your scene:

1. In scenes tab, select the "Disco Light2 main" object.
2. Switch to top view.
3. Move the object to desired position.
4. Switch to Side View and move the object to desired position.

To rotate the Disco Light2, in order to vary the position of the spots/shades in your scene:

1. In the scenes tab, select "Disco Light2 main «object.
2. In Parameters Tab, rotate X, Y, Z ROTATION to desired position. The results cannot be previewed.

To change the intensity of the Disco Light2:

1. In the scenes tab: Select the "Disco Light2 main" Object and open/expand it.
2. Select the "Lights" .
3. In Light Tab, adjust the intensity to desired value.

To change the Sharpness effect of the Disco Light2:

1. In the scenes tab: Select the "Disco Light2 main" Object and open/expand it.
2. Select the "MSESphere".
3. In Parameter Tab, adjust the scale to desired value.



Scene lit with a single Disco light 2, no postwork. Render by Fly028

Ambient Light



Ambient Light is just an even shadow less light spread all over your scene. It's great to brighten up and show more detail in places that are not lit by any lights. Adding too much ambient light may give an "empty" look.

Ambient Light comes in three colours: White, Light Orange and Light Blue.

If you own the Light Dome PRO – you are already familiar with the Ambient Light and know how it works.

To add Ambient Light to your scene:

1. Find the Studio Light PRO 4.6 folder in the Content List and expand/open it
2. Open the following folders: "1 - Lights", then "9 - Ambient Light", and choose the colour of your choice by clicking on any of the three icons.

Adjusting the Ambient Light:

The following is a list of all the possible adjustments and how to make them:

To change the colour of the Ambient Light:

1. In the Scenes Tab, select the "Ambient Light (colour)" object and open it.
2. Select the lights .
3. In Light tab, adjust the RGB value to desired colour.

To change the intensity of the Ambient Light:

1. In the scenes tab: Select the "Ambient Light (colour)" Object and open it.
2. Select all the lights.
3. In Light tab, adjust the intensity or Scale intensity to desired value to change intensity or scale intensity value.

Bounce Light

Bounce light is a special effect that only works with Raytraced lights.

The set is divided in 2 parts:

- "Add bouncing Light" folder will only add a Bouncing Light with a surrounding Cube
- "Single Spot Bounce" Folder will add a Bouncing and a single Spotlight with Raytraced Shadows.

NB: Bouncing Lights needs a lot of calculations. **If you do not get a strong PC, we do not recommend using it as render time can increase dramatically.** You can achieve great effects. Test with Low resolution to see if render time is acceptable.

NB-2: Bouncing box is visible by default. For this effect to work, you will need a close environment to enable bouncing calculation. If your scene contains a closed environment, then you can turn off the bouncing cube visibility

To add Bouncing Light to your scene:

1. Find the Studio Light PRO 4.6 folder in the Content List and expand/open it
2. Open the following folders: "1 - Lights", then "10 - Bouncing Light", and choose the type of your choice by clicking on any of the 2 folders.
3. Select your resolution and click on the icon

Adjusting the Bouncing Light:

The following is a list of all the possible adjustments and how to make them:

To change the intensity of the Bouncing Light:

1. In the scenes tab: Select the "Bouncing Light Rez" Object and expand it.
2. Select the UberEnvironment lights.
3. In Light tab, adjust the intensity or Scale intensity to desired value to change intensity or scale intensity value.

To change the Trace distance of the Bouncing Light:

This setting is important: The default distance is set to work with the bouncing box. If you increase the size of the box or use a different environment scene, then you should increase it.

1. In the scenes tab: Select the "Bouncing Light Rez" Object and expand it.
2. Select the UberEnvironment lights.
3. In Light tab, adjust the trace Distance to desired value.

To change the Resolution of the Bouncing Light:

1. In the scenes tab: Select the "Bouncing Light Rez" Object and expand it.
2. Select the UberEnvironment lights.
3. In Light tab, adjust the occlusion sample.

NB: Increasing sample value will give you nicer effects but will increase

your render time.

To change the Shading rate and "max error" of the Bouncing Light:

1. In the scenes tab: Select the "Bouncing Light Rez" Object and expand it.
2. Select the UberEnvironment lights.
3. In Light tab, adjust the Shading rate and "max error" setting. Low values will give you better results but will increase render time.

Face Surround

Face Surround is dedicated to close portrait.

Again, two sets are provided:

A Five point folder – 1 resolution and 4 colours

A "High Exposition" – 1 resolution – 5 colours

This set is composed of arrays of linear point lights

Face Surround is based on 2 main effects: Lights intensity and Falloff

To add Face Surround Light to your scene:

1. Find the Studio Light PRO 4.6 folder in the Content List and expand/open it
2. Open the following folders: "1 - Lights", then "11 – Face surround Light", and choose the type of your choice by clicking on any of the 2 folders.
3. Select your colour and click on the icon

To adjust Face Surround position:

1. In the scenes tab: Select the "Face Surround (colour)" Object at the top of the rig.
2. In parameters tab, adjust the X,Y,Z translate settings to desired value.

To adjust Face Surround intensity:

1. In the scenes tab: Select the "Face Surround (colour)" Object at the top of the rig.
2. In parameters tab, adjust the "main scale" settings to desired value.

To adjust Face Surround individual light intensity:

1. In the scenes tab: Select the "Face Surround (colour)" Object at the top of the rig and expand it.
2. In scene tab, select the light you want to modify
3. In Light tab, adjust the intensity to desired value.

To adjust Face Surround individual light Falloff:

1. In the scenes tab: Select the "Face Surround (colour)" Object at the top of the rig and expand it.
2. In scene tab, select the light you want to modify
3. In Light tab, adjust the Falloff to desired value.

Pre-sets



Rendered with a Low Rez SLP Portrait Pre-set (Girl) + a Low Rez SLP Horror A Pre-set (Troll).

If you don't want to play with single lights – or find that too difficult, the SLP 4.6 offers five ready to go pre-sets. All of the pre-sets are available in three resolutions and some of them in up to three different versions.

Each Pre-set is designed to be added and rendered right away. (You might need to tell the SLP 4.6 where your character is in case it's not placed at X,Y,Z = 0,0,0)



You can add different pre-sets to different characters in the same scene.

Portrait



Portrait comes in three resolutions: Low, Medium & High and is used to give extremely soft and subtle light & shadows coming from all directions.

Portrait is composed of Aera Lights only. It has a Key L, Key R, Fill C, Bounce C, Bounce L, Bounce R, Back L and Back R Aera Lights. All the lights in the Portrait Pre-set are white.

Fashion



Fashion is more direct than Portrait. It uses a Super Spot as Key light and Back Light and adds subtle shadows with a Fill and a few Bounces. It also comes in two versions – simply from which side you prefer to have the main light and back light.

While the Key light, Fill and Bounces are white, the Fashion Pre-set uses light blue as the colour of the Back Light.

Pin Up



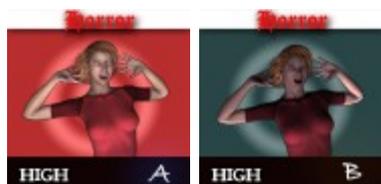
Pin Up is kind of a mix of Fashion and Portrait, but with more colour. It uses two Soft Boxes and a Fill Light – but doesn't light the character from every single direction – leaving a little darkness for the beholders imagination.

Version A/B uses a Light Orange and Light Blue Soft Box from each side of your character and a centre Fill Light.

Version C uses a Top Light Orange Soft Box and a Floor Light Orange Soft Box for a nice bouncing effect.

Pin Up C is great for renders where your character is facing up or laying on the floor.

Horror



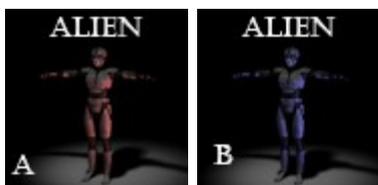
Spooky! If horror is your game – you'll love the Horror pre-sets!

Type A will cast a Soft Light Blue Floor light, while Type B will do the same, but also add a nice low Light Blue Back Light.



Lit with the Horror2 Pre-set. Render by Fly028.

Alien



The Alien Pre-set adds a white Top Super Spot and a coloured Side Light – from left and right. Type A uses Red, while Type B blue.

To add a Pre-set to your character:

1. Find the Studio Light PRO folder in the Content List and expand/open it
2. Open the following folders: "2 - pre-sets", then "2 - Fashion" and "1 - Low".
3. Select the icon of your choice.

Adjusting the pre-sets:

The following is a list of all the possible adjustments and how to make them:

To rotate the Pre-set around your character Left/Right (orbit):

1. In the scenes tab, Select the Pre-set Object.
2. In the parameters tab: Adjust the Y ROTATION.

To position the Pre-set at your character if it's not in the centre of your scene:

1. In the scenes tab, select the Pre-set Object.
2. Switch to top view.
3. Move the Pre-set Object so that it rests at the centre of your character.
4. Switch to Side View – and ensure that the same object is at the floor level or at the level of your characters feet. Do not put it in the centre of your character.

To resize the entire Pre-set rig to fit inside narrow spaces indoors:

1. In the scenes tab, select the Pre-set Object.
2. In parameters tab, adjust SCALE to desired value.

NOTE: Adjusting the size to much, might give unexpected results. If you can't see the parts of the Pre-set rig (ie: Lights and Single Lights that the Pre-Set rig is composed of) – switch to wireframe or even change the background of your scene to Middle Green.

To move the Main Target along your figure (up/down):

1. In the scenes tab, select the Pre-set Object and open it.
2. Select the Main Target object.
3. In parameters tab, adjust the Y-Translate to desired value.

Other adjustments are possible, like adjusting the colour & intensity of all the internal parts of each Pre-set. Or even moving its parts, adjusting spread angles and soft blur effects.

If you want to adjust a certain part of the Pre-set – go to the corresponding chapter about each Single Light type you want to adjust.

NOTE: The Pre-sets were not designed with adjustments in mind.

Using the SLP in Animation

The SLP 4.6 CAN NOW be used in animation.

Changing Resolution

Preview in Draft / Low resolution is excellent if you need to make a lot of test renders until you get your scene right. When you are ready (and have the computer to go with it) - you can switch to Medium / High resolution any time.

1. If you have made any adjustments, write them down.
2. Delete the objects you wish to change.
3. Add a new resolution to your scene
4. Make the same adjustments.

NOTE: Adjustments may need to be made by percentage. For instance: If you have a light in Low rez that has a intensity value of 2. And you alter it to 3 to match your scene – you have made a 50% increase. (On a calculator that's $2 \times 1.5 = 3$)

Now, when loading a high rez version, you might end up with a value of let's say 0.3. To adjust that value to a similar level – you must multiply that value with the same percentage. In this case: $0.3 \times 1.5 = 0.45$

Rotation and placement of lights / pre-sets is the same regardless resolution.

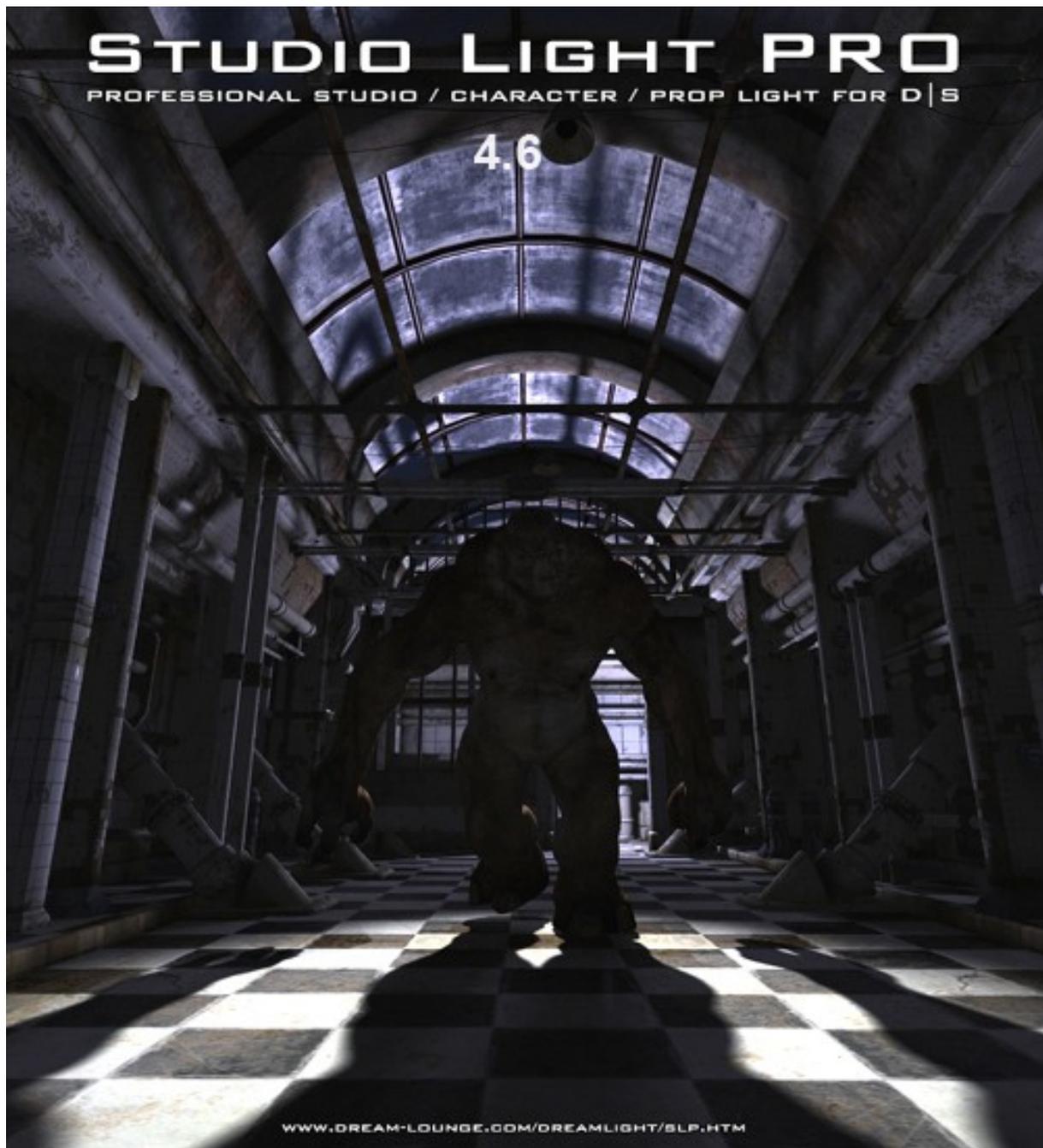
Or if this mathematical example gives you a headache – use your eyes!

Keeping the Rendering Time Down

1. Use a lower SLP 4.6 resolution
2. Render at smaller size (X,Y pixels of your render)
3. Avoid transparent objects or surfaces – like certain types of hair or grass.
4. In the Advanced Render options in Daz|Studio – adjust the values down to speed up the rendering time at the cost of quality.



Scene lit with a Low Rez SLP Magic Sphere as side light coming from the building and with High Rez Light Dome PRO Night MS acting as the blueish dusk light. Photoshop enhanced.



Lit with SLP Ambient Light, Super Spot Back C as backlight and a Light Blue Magic Sphere in the back room. Actual untouched D|S render.



Lit with the Face Surround Five points. *Render by Fly028.*



Lit with two Low Rez SLP 4.6 Magic Spheres. Photoshop enhanced.



Lit with the FashionA medium Pre-set. Render by Fly028.



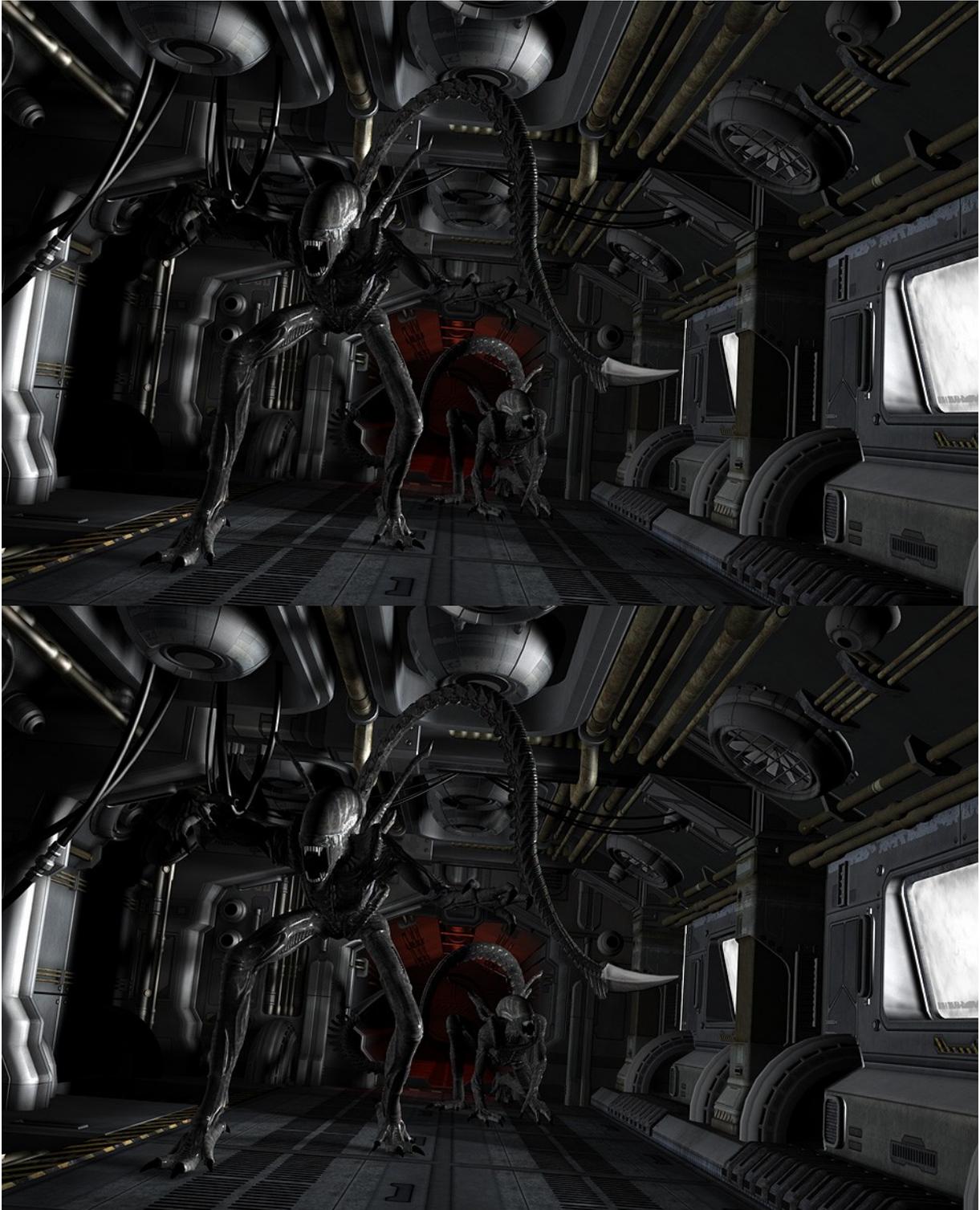
Lit with the PinUp A Hight Pre-set. Render by Fly028.



Lit with one High Res Firelight. *Render by Steve Pendleton.*



Lit with three Medium Res Firelights. Render by Steve Pendleton.



Lit with four Area Lights. Render by Steve Pendleton.

Contact

Support:

<http://dreamlight.kayako.com>

DAZ 3D Studio Light PRO DS 4.6 Forums:

<http://www.daz3d.com/forums/viewthread/40197/>

Dreamlight website:

www.basic3dtraining.com

DAZ Studio 2 version by Val Cameron, Dreamlight.

DAZ Studio 4.6 conversion and additional work by Pierre-Marc Andrieu aka Fly028.

Studio Light PRO initial beta testing and User Manual proof reading by Steve Pendleton

<http://www.sp-images.co.uk>

Studio Light PRO - designed by Dreamlight, Val Cameron

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